

GARRISON II

LOADING INSTRUCTIONS

Amiga

To avoid the danger of computer viruses please switch the Amiga off initially. Switch it on again after a few seconds. Owners of an Amiga 1000 have to load Kickstart again. Then insert diskette 1 into the DF0 drive. The program starts automatically. After a short while you will be asked to insert the second disk. A short while later the title screen appears. This may be aborted by pressing the SPACE key.

After the introductory sequence you enter the CHARACTER-SELECTION MENU. Choose the character you want to play with. The characters are activated by pressing the appropriate function keys F1-F5 and F6-F0. If the function key is pressed twice, the character is deactivated again.

HOW TO PLAY GARRISON II

Before entering a level you have to choose the character you want to play with. Two players may play simultaneously with up to five characters. This means up to five players can participate in the game. Player 1 chooses his character by pressing the proper function key from F1-F5 while player 2 chooses out of function key F6-F0. Teamwork and careful considerations are vital to survive the different levels. Additional characters can be chosen later, however a character can play a level only once. If your AMIGA has a RAM extension, all characters look different.

Control your character with your joystick:

PLAYER 1: Port 2

PLAYER 2: Port 1

The character follows the joystick moves. Pressing the firebutton fires in the corresponding direction.

Each character has naturally only one life. The health status for each character is displayed on the right side of the screen next to the score. Contacts, hits or certain objects lead to a deterioration of health.

The **SHMAPF** notice shows the abilities of each character:

- S – Speed
- H – Hand-hand combat
- M – Magical power and abilities, the impact of scrolls are raised.
Scrolls are collectable items, which eliminate certain enemies on screen.
- A – Armor
- P – Shot-speed
- F – Fire-power

KEYBOARD CONTROLS

- ESC – Terminates game
- SPACE – Pause
- left or right SHIFT key – Activates a scroll

After having finished a level successfully, you may write you name into the **HIGHSCORE** table. Use the keyboard and finish with **RETURN**.